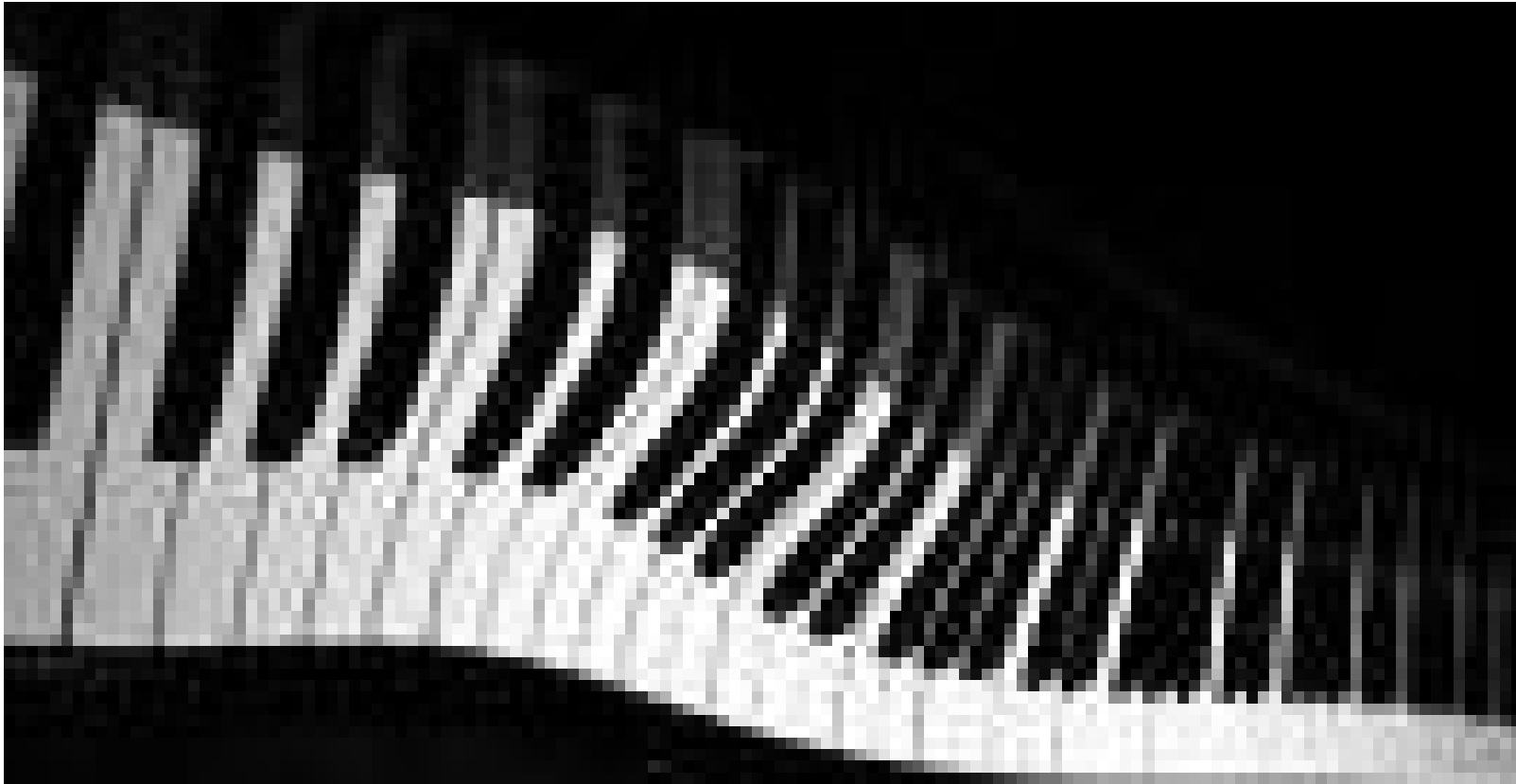
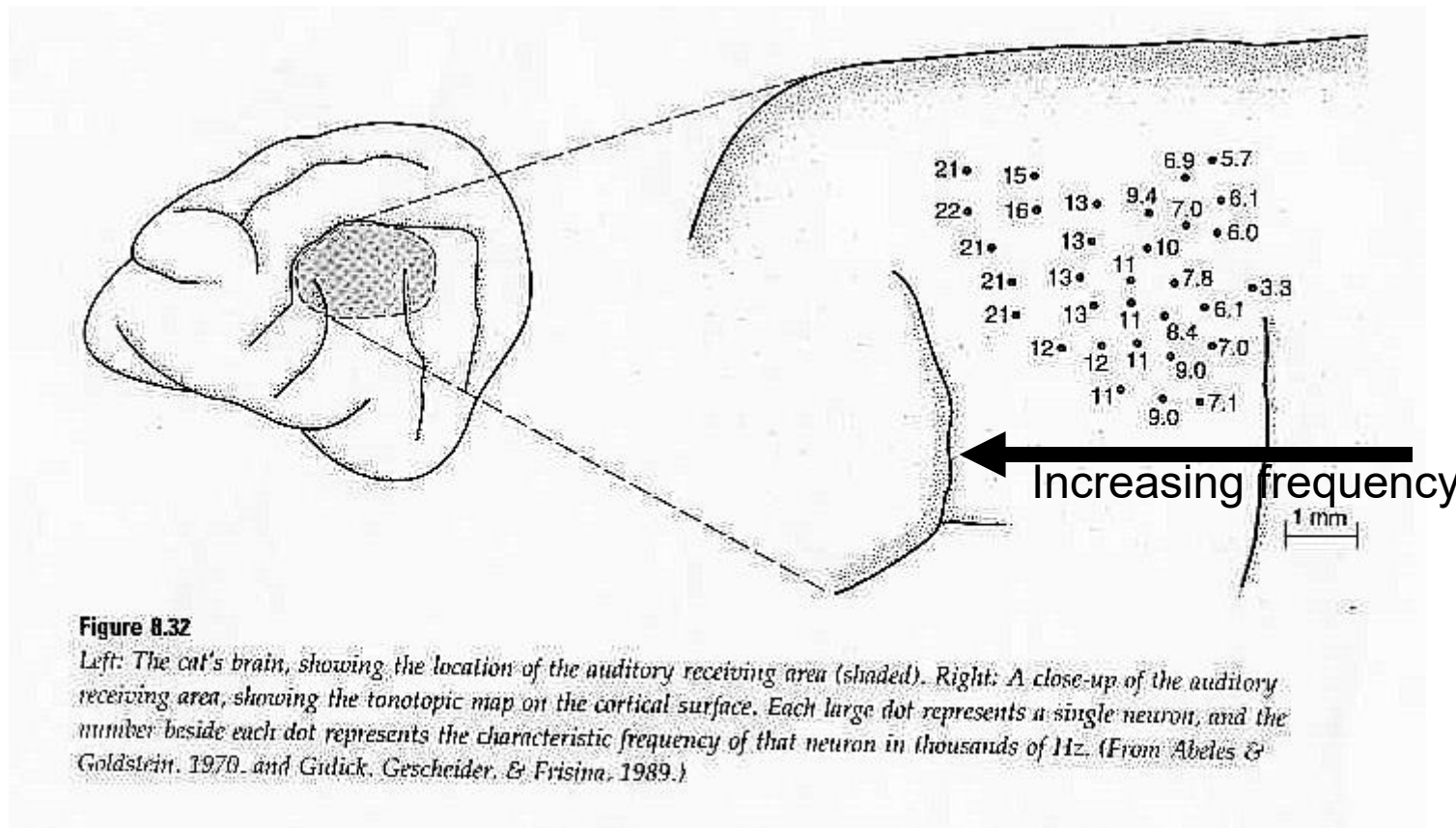


# Auditory maps (sound)

What do you need from a sound map?



## Topographic representation of frequency information:

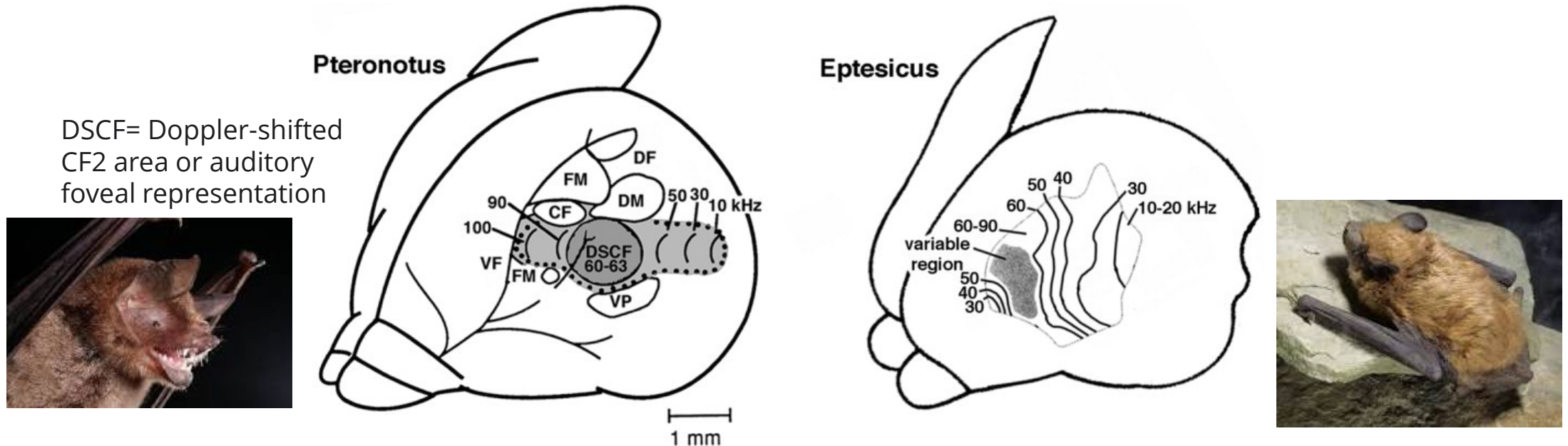


Representation of a continuous variable

Essential information: acoustic fovea (magnification)

Encoded by same gradients as for the visual maps

# Neurobiological specializations in echolocating bats



The mustached bat, *Pteronotus parnellii*,

- Hunts for insects in dense foliage
- Uses relatively long constant frequency calls followed by a short FM component (CF-FM)
- Allows the bat to detect flying insect prey.

The big brown bat, *Eptesicus fuscus*

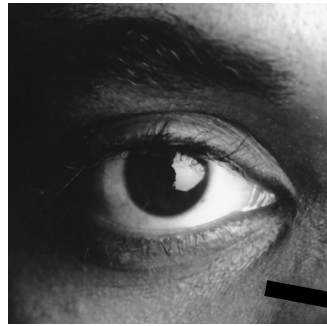
- Insectivore but hunts in more open spaces
- Diet of beetles

# Integration of vision and hearing



# Integration of vision and hearing

## Superior colliculus

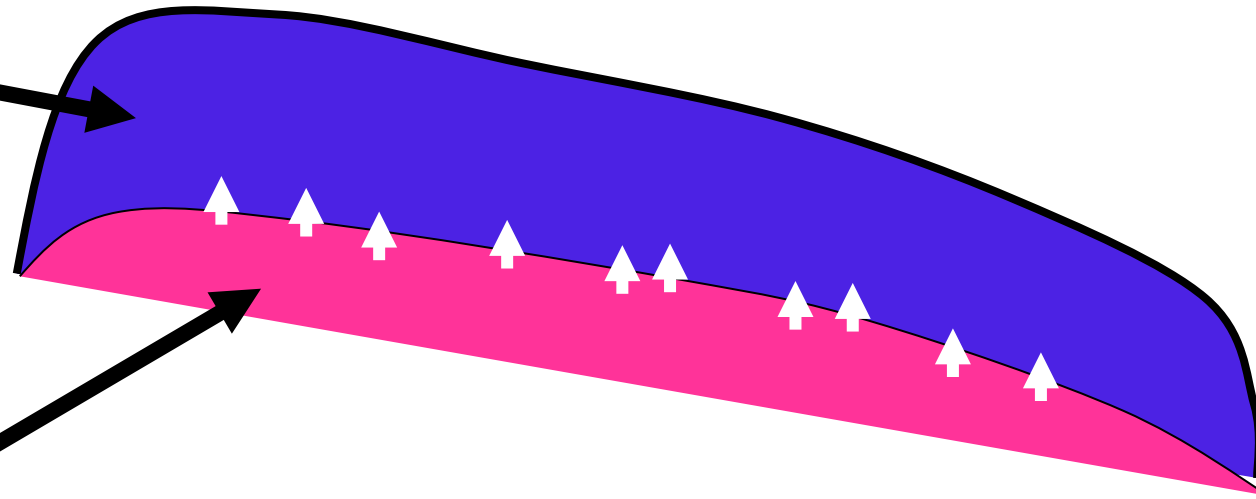


Visual layer



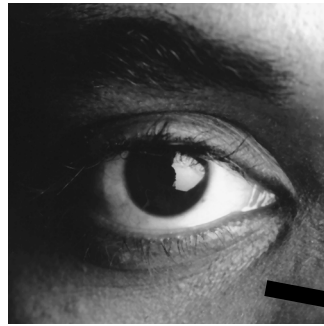
Auditory layer

Note: spatial, not frequency  
information



# Integration of vision and hearing

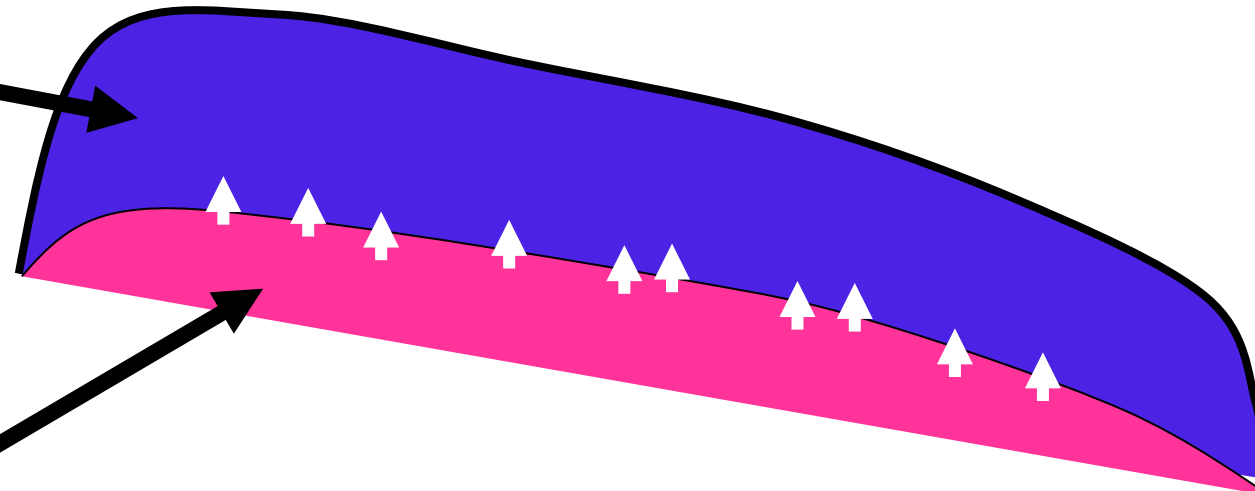
## Superior colliculus



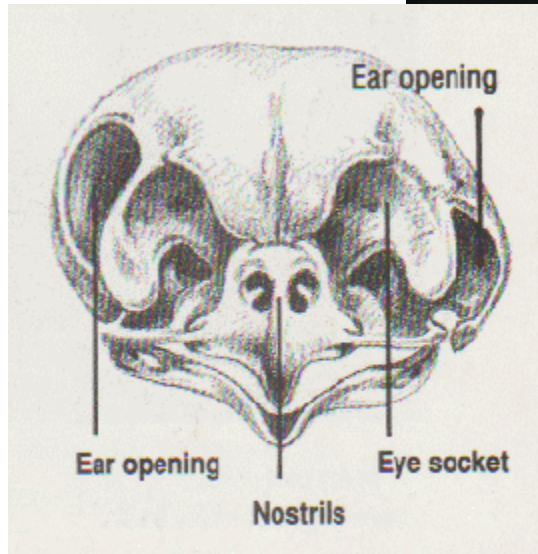
Visual layer



Auditory layer



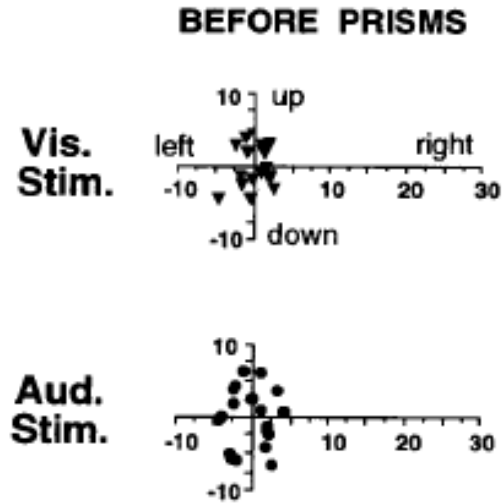
# Owls integrate auditory and visual information to capture prey



**Forward-facing eyes and ears**

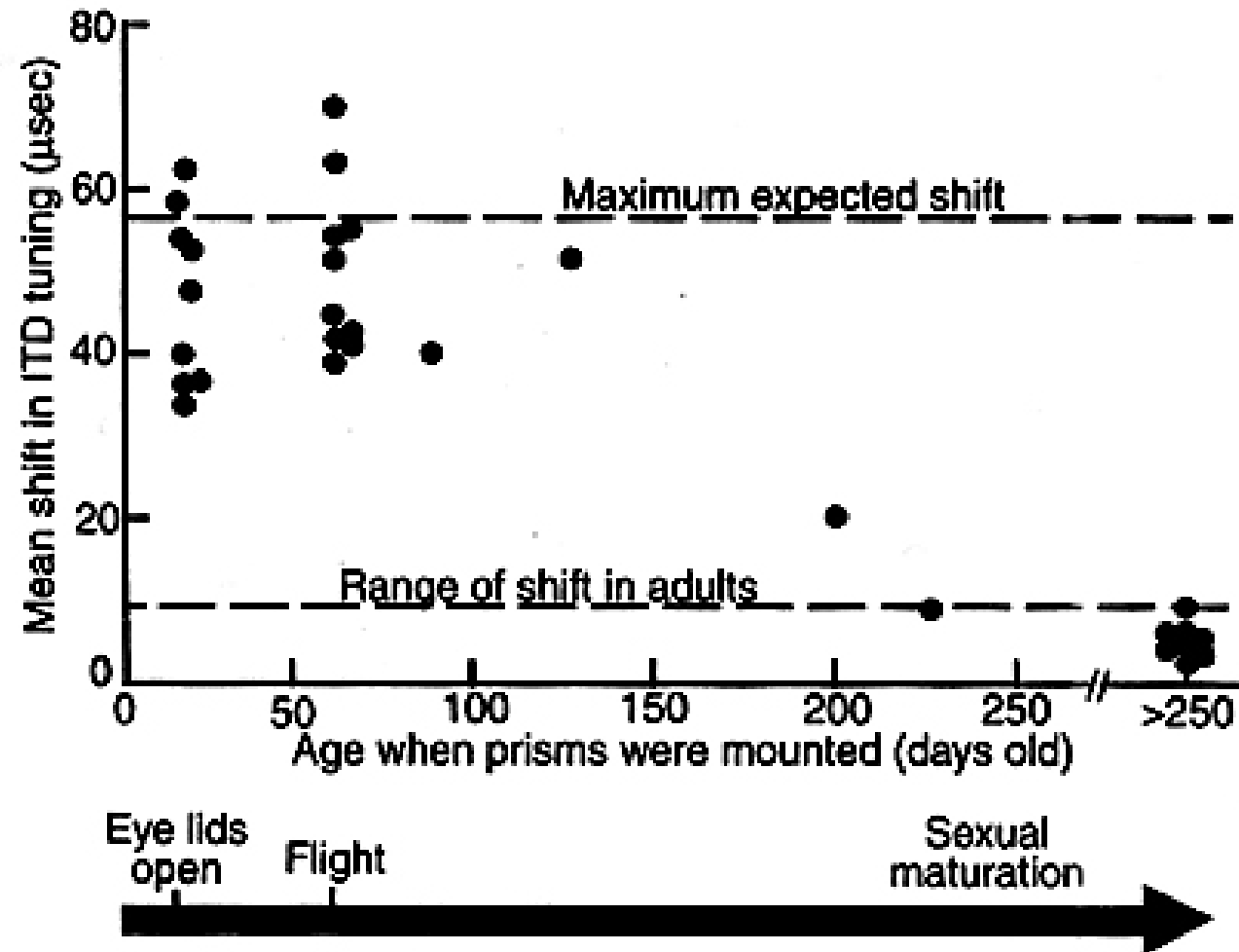
# Integration of vision and hearing

Head orienting to visual or auditory stimuli





# When can auditory connections shift?



# **Key concepts: Visual and auditory integration**

- **Acoustic fovea**
- **Visual map forms normally even in the dark.**
- **Auditory map forms based on visual map (i.e. does not form in the dark)**
- **Animal needs light to be able to localise sound**